Mawbeast
Madness

Mawbeast Madness

Wild Goblin monster racing in forgotten dungeons!

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Contents

The First Race 4

What You'll Need to Play 5

Rules

Setting Up 6

Starting Off 7

Compass 7

Card Decks 7

Actions 8

Handler Actions 8

Mawbeast Actions 9

Mawbeast Actions 10

Dirty Tricks 11

Critter Actions 12

Giant Rats 12

Giant Spiders 13

Bat Swarm 13

Dungeon Hazards 14

Dungeon Master Cards 14

Items and Treasure Chests 14

Hidden Passages 15

Traps 16

Other Hazards 16

Fighting 18

Resolving Combat 18

Damage 19

Critter Damage 19

Goblin and Mawbeast Damage 20

Injured 20

Crippled 20

Goblin Handlers and Mawbeast Profiles 21

Sample Track: The Hall of Tuldrouc 22

Appendix: Cards 23

By Boris Samec

The great drinking halls of the dwarf lord Tuldrouc echoed with cheers and whoops, but not from the merry dwarves who feasted their each night. Instead they echoed from the orcs and goblins who had sieged the halls and slaughtered every living dwarf inside.

This was the work of Turak Gutbuster, the orc warboss feared from the Mammoth Steppes to the Halpi Mountains. Now the hall was his, and he and his warriors took to looting and pillaging anything that they could find.

While this was happening, two goblin Mawbeast handlers decided this was the time to explore the halls and claim any scraps that the orcs hadn't found (or didn't care about). After a short while, it occurred to the goblins that the section of the halls that they were exploring was just one big circle, having returned to their original point with the few gold coins they had gathered along the way.

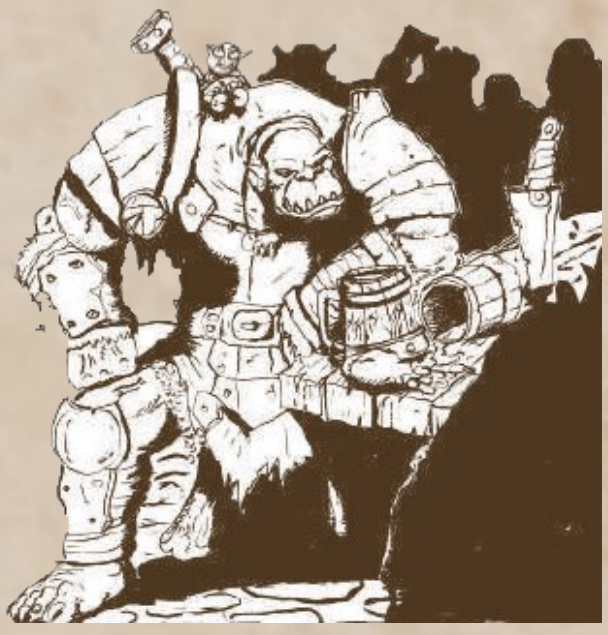
Goblins being goblins argued at who should get the gold. Then it came to them. To settle this argument they would race their Mawbeasts around the circuit, with the handler of the first Mawbeast back taking the prize.

So off they went, prodding, shouting and pushing their Mawbeast around the halls, crashing into walls and tables, slamming open doors and causing the mayhem you would imagine from chasing huge creatures with pointy sticks.

All this commotion attracted the attention of Turak, and he had returned just as the two goblins and their Mawbeasts came charging across the finishing line. The two goblins looked in fear at their warboss, but rather than being angry, Turak let out a loud laugh of amusement…And then took their gold!

And thus, Mawbeast Racing was born.

In dungeons, caves and crypts across Mantica, warbosses will challenge one another with their best handlers and fastest Mawbeasts, for money, bragging rights, or simply, just to watch the carnage that ensues when you chase a bunch of vicious creatures around a circuit filled with traps, critters and secret passageways.



By Boris Samec

What You'll Need to Play

Maw beast Madness is adapted from the Dungeon Saga rules and uses some of the same game terms. You will need a copy of the Dungeon Saga: Dwarf Kings Quest box set, its rule book, dice, tile sets, counters and furniture.

You will also need a copy of the Dungeon Saga: The Adventurers Companion expansion for certain trap counters. Dungeon Saga: The Infernal Crypts expansion is optional for additional Lava Counters and tiles.

Lastly, you will need models for your Mawbeasts, Goblin Handlers and Dungeon Critters which are available in the Kings of War and Dungeon Saga ranges.

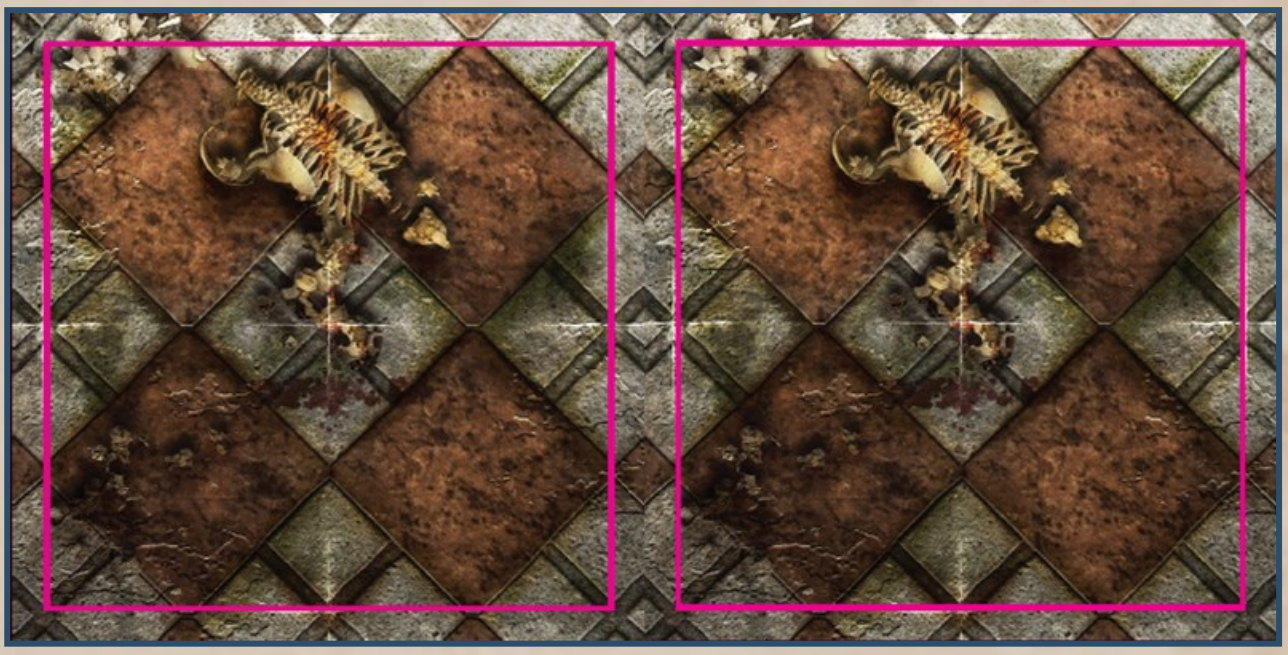
You will also need to print out the two decks of cards, Dungeon Master Cards and Item Cards, found in the back of this book.

Rules

Setting Up

You can create your own race track from any of the tiles you have or you can use the pre-made track featured in this rule book. Set the entire track up before the game, including any furniture, hazards, and doors to hidden passages.

The starting tiles for each track should always be the below tiles, placed next to each other as shown below. These are the tiles that the goblins and Mawbeasts will start on and what they will be aiming to be the first ones to get back to. The Mawbeasts are always placed in front of the Handlers. The front row (the direction the goblins and mawbeasts are facing) indicates which route the track is. Goblins and Mawbeasts can move in any direction, dodging hazards and taking short cuts while racing, but must move around the track in the direction indicated, and come back into the starting tiles to win.



Each player then gets to pick 1 trap token and one blank trap token. All players tokens are then shuffled face down and each player gets to place two tokens on any unoccupied square on the board.

When the first players Mawbeast races around the track and gets back onto any of the starting tiles squares, the game ends and the that player is declared the winner.

The game also ends if there is only one player left on the board due to the others being removed from injuries. In that case, the surviving player is declared the winner.

Starting Off

To roll for initiative, each player rolls a D6, re-rolling for any duplicates. The player with the highest score is Player 1, they get to place their Handler and Mawbeast on any position on the starting lines they wish. Player 2 gets to go next, and so on.

Goblins are easily distracted by all the shiny things they see in the dungeons, and as such, aren't the best at focusing on the task at hand. At the start of the first turn, Player 1 gets to go first. Once every player has had their turn, roll for initiative as described above and start the turn in the new order, and continue to do so at the start of each

Compass – There will be times when you have to roll a random direction, such as your Mawbeast going out of control. At the start of the game, decide which direction north, south, east and west are.

When you a required to roll on the compass, roll a D6. 2= North, 3= East, 4=South and 5=West. On a roll of 1 or 6, re-roll the D6.

Card Decks – You will need to make two card decks from the cards provided in this book. Before each game shuffle the Dungeon Master Cards and the item Cards and create two separate decks with these.

Actions

While there aren't too many rules for Mawbeast racing, there is a gentleman's agreement (well as much as you can get for a bunch of orcs) that you can't kill another Handler. Of course, goblins have a few tricks up their sleeves and wandering critters are often found in dungeon they race around, so surviving a race is never a guarantee.

During a turn, each player makes two actions per turn, one for their Handler and a one for their Mawbeast. These actions can be taken in any sequence.

Handler Actions – Each players Handler has the following types of actions:

Move – The goblin can move the full distance as describe on their profile in any direction. A goblin can move through the square of their Mawbeast but not a rival or critter model

Attack – Handlers may attack a critter that is adjacent to them.

Leap – Leaping is not considered an action, but is taken during a movement action. The goblin can try to leap over obstacles or traps. Roll a D6 plus. If the result is 4-6 or more, the goblin has successfully leaped. If it is 1-3 the goblin either, in the case of furniture, stops their movement action, or, in the case of traps, lava etc., suffers the effect of what they have landed in. Only one square can be leaped over at a time.

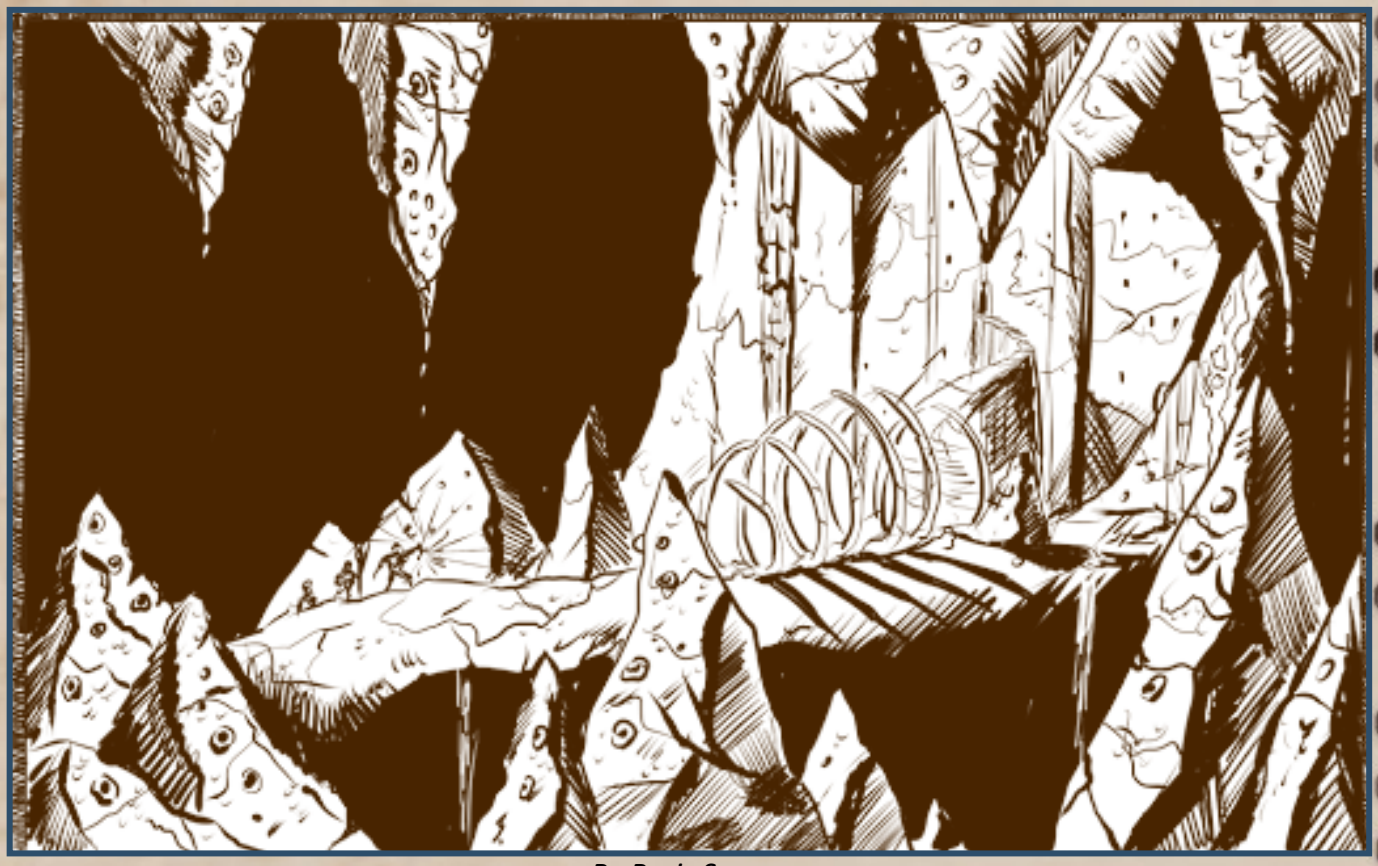
Mawbeast Actions – Mawbeasts action all depend on how well their Handler is controlling them. If a Handler is in an adjacent square at the start of the Mawbeasts action, they can take either of the following actions:

Move - The Mawbeast can move the full distance as describe on their profile in any direction. A Mawbeast can move through the square of their Handler, but not a rival or critter model.

Attack – Mawbeasts will always attack a critter that is adjacent to them if there is one.

Leap – Leaping is not considered an action, but is taken during a movement action. The Mawbeast can try to leap over obstacles, traps or even other models, except critters. Roll a D6. If the result is 4-6 or more, the Mawbeast has successfully leaped. If it is 1-3 the Mawbeast either, in the case of furniture, stops their movement action, or, in the case of traps, lava etc., suffers the effect of what they have landed in. Only one square can be leaped over at a time.

Maw Bites – At the end of the turn, if any Mawbeasts are adjacent to each other, the player who moved last must make an attack against an adjacent Mawbeast. The creatures have some degree of training though, and will not attack a goblin Handler.



By Boris Samec

When a Mawbeast acts without their Handler being adjacent to them, roll a D6. If the result is 1 or 2, your Mawbeast is out of control. Subtract a -1 to this roll for the number of each rival Handler adjacent to your Mawbeast, as they prod, poke and generally put off your Mawbeast. If you lose control of your Mawbeast, roll on the Rampaging table below to see what action it takes. Roll a D6 to see the result as they start to Rampage. Unless stated otherwise, a rampaging Mawbeast will ignore any critters it encounters while making the rampaging action. It will still need to move around them as normal, but will not attack them when adjacent to one.

Rampage Actions:

Roll	Mawbeast Rampage Action
1	Charge
2	Go Poop
3	What's That?!
4	Look What I Got
5	Bitey
6	Who You Shouting At?

Charge – The Mawbeasts charges off in a random direction at full speed. Roll a D6 on the compass and to see what direction they take. If they charge into a wall of furniture they will stop and be -1 Move for their next turn as they get dizzy from the collision.

Go Poop - When you gotta go, you gotta go. The Mawbeast stands stills and relieves them self and refuses to move that turn until they've finished.

Ooo What's That?! – The Mawbeast has seen a critter and wants to play chase (or eat it). The Mawbeast will move towards the nearest critter, attacking it if it becomes adjacent to it. If there are no critters on the track, re-roll the action.

Look What I Got – The Mawbeast bounds towards its Handler with a stick, bone or other piece of scrap its found, using its full movement to move towards its Handler and stop once it is adjacent to them or have used their entire movement.

Bitey – The Mawbeast is what you would call a biter. The next player to act gets to choose any model on the track. The Mawbeast will move towards it. If it ends adjacent to the model, they will make an immediate attack. F*or example, Player 1's Mawbeast is Bitey, so Player 2 gets to decide who they attack.*

Who You Shouting At? – Mawbeasts don't like being yelled at all the time by pushy goblins. The Mawbeast will use its full movement to move towards its Handler. If it ends adjacent to the model, they will make an immediate attack.

Dirty Tricks

No goblin on Mantica has ever considered playing fair. Whether in a fight or a Mawbeast race, every goblin will have one dirty trick up their sleeve to give them the advantage. This can be used at any time stated in its description and is a free action to use (it does not count as a Handlers or Mawbeasts action). But be warned. Each Dirty Trick can only be used once per race, so use it wisely.

A Goblin Handler may select one Dirty Trick from the following:

Second Wind: The Handler can make an extra move action at their full movement rate.

Night Sight: The Handler can use this trick to re-roll a failed hidden passage check.

Chompy: The Handler can direct his Mawbeast to attack a rival Handler if they end their turn adjacent to one.

Saw That Coming: Use this at the start of a turn to automatically become the turn's Dungeon Master.

We Can Make It: Use this to automatically pass a Leap check by either your Handler or Mawbeast. This must be used before the Leap is taken.

Shoo Bug!: Use this to move your Mawbeast past an adjacent critter without having to attack it

Critter Actions

During the course of a race, it's likely that one or more creepy crawly will be attracted by the noise and become curious as to what has disturbed them. Some Dungeon Master Cards (see below) allow you to place the various types of critters that inhabit the dungeons being raced around.

Once a critter is on the track, at the end of every players turn, roll a D6 for each critter on the track. The player with the highest roll gets to control the critter that turn. Critters can make two actions per turn, but never make the same action twice in the same turn. They all have a mandatory movement action, and can move past adjacent models without having to attack if they wish to, plus a specific action according their profile. These are detailed below:

Giant Rats

Scurrying through sewers and crypts. These rats are much larger than their more common cousins. Giant Rats have been the bane of many over-confident adventurer.

Actions:

Attack – Giant Rats can make a standard attack against any models they are adjacent to.

Scurry Away – Giant Rats can take a second move action to scurry into the gaps in the walls and reappear out of another wall, elsewhere on the track. They must move adjacent to a wall and can be placed adjacent to any other wall on the track.

Model	Movement	Fight	Armor	Wounds
Giant Rat	5	2	1	1

Giant Spider

Giant Spiders lurk in dungeons, caves and forests throughout Mantica. They have been known trap prey much larger than them in their webs

Actions:

Attack - Giant Spiders can make a standard attack against any models they are adjacent to.

Sticky Webs – A Giant Spider can spit a sticky web on any unoccupied square with Short Range and Line of Sight. Place a web token (use a Sticky Trap token from Dungeon Saga: Adventurers Companion) on the chosen square. Any models remaining movement that passes over the web is halved. A model that starts its turn on a web has half movement for the entire turn

Model	Movement	Fight	Armor	Wounds
Giant Spider	5	3	1	2

Bat Swarm

While no threat on their own, when bats attack in a swarm they can swiftly rip flesh from bone.

Action:

Blood Drain – A Bat Swarm can make a standard attack against any models they are adjacent to. If they cause a wound, the Bat Swarm gain a single wound they may have lost. This cannot take them over their wound limit stated in their profile.

Swoop – The bats can glide over small distances. Swoop is a permanent effect for during any movement action. They can freely move over map traps without triggering them. They can also move over lava, water or furniture. They cannot end their movement on any square which would normally be prohibited.

Model	Movement	Fight	Armor	Wounds
Bat Swarm	6	2	1	2

Dungeon Hazards

Dungeon Master Cards

The tracks that are being raced around are not purpose built, as they are in fact dungeons, crypts, caves, temple ruins, and the like. Many of these have traps to ward off would-be thieves, critters crawling through them, or have been so long forgotten that the structures are caving in.

At the start of every turn, the player who rolled the lowest number when deciding the player turn sequence is considered to be the Dungeon Master. In Maw Madness this is not a specific person, but used to represent the hostile and dangerous location the race is held in. The Dungeon Master gets to select one of the Dungeon Master Cards and use the effect as they see fit. The Dungeon Master cards should all be shuffled at the start of each game, and discarded once used. Once all the Dungeon Master Cards have been discarded, re-shuffle them and start using them again.

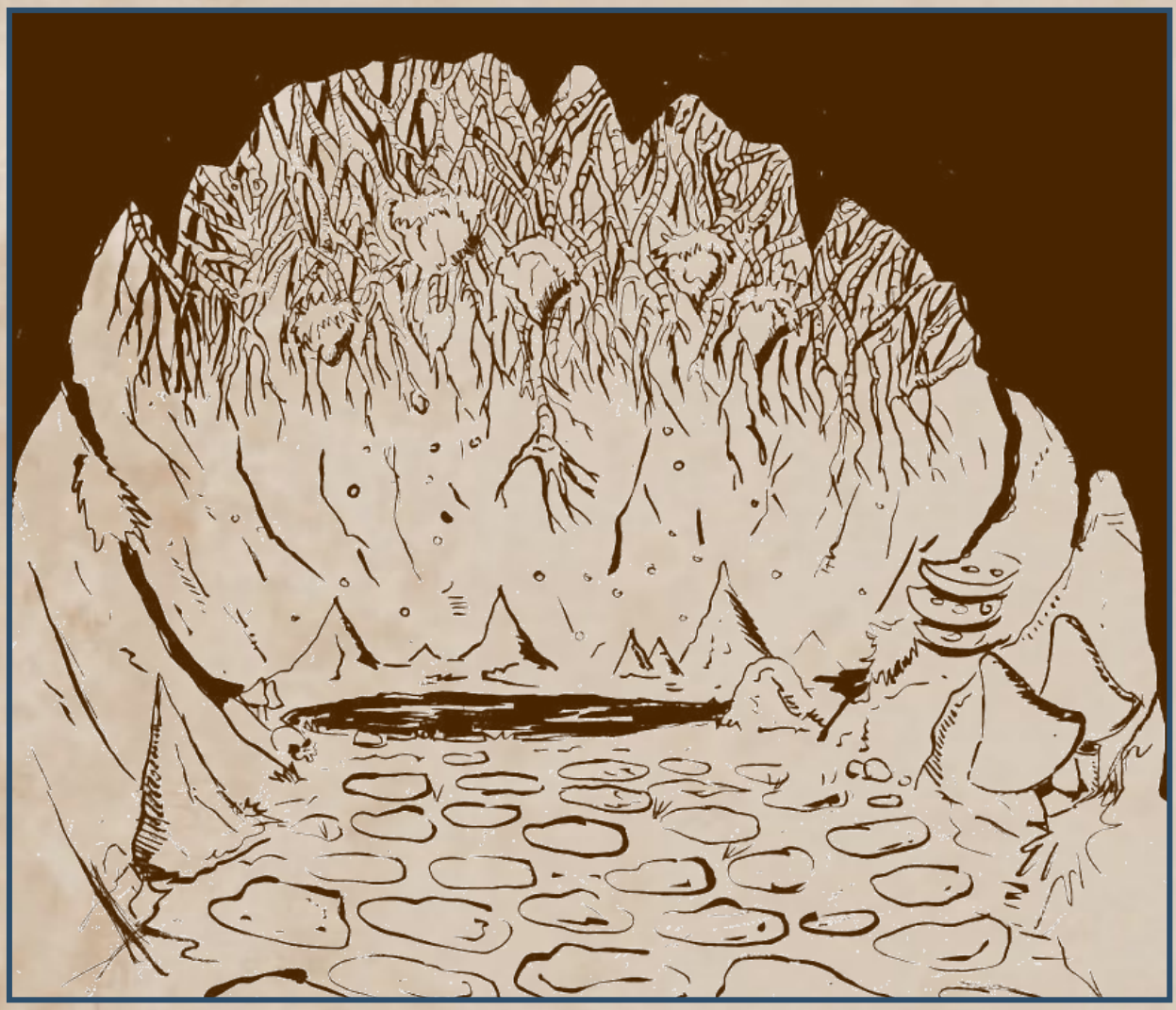
There are a variety of dangerous threats in the card deck which can be used to make routes more treacherous or even place critters on the board. Be careful of how you use these cards, as they could affect you later on.

Items and Treasure Chests

Scattered throughout the racing tracks are treasure chests containing all manner of goodies that can be used during the race. If your Handler moves over a square with a treasure chest in during your movement you automatically open the chest. Draw an Item card from the item card deck to see what you have found.

You can use any paraphernalia items in your possession at any time in your turn as a free action after the turn you found it, but can only be used by the Handler. The effects of paraphernalia such as potions are immediate. Items such as Mawbeast armor are fitted to the Mawbeast as soon as the item is collected. Models can only wear one piece of armor at a time and can be chosen by the player. Refer to the Item card for details.

You may pick up the Maw Noms item. Its use is detailed on its item card. You can print out and place the token to the right when using this item.



By Boris Samec

Hidden Passages

On some tracks there will be doors placed on the edges of the tiles. These indicate that there is an entrance to a hidden passage that can be used as a short cut. There must be a corresponding exit door on the track to the entrance. *Example: A Handler and Mawbeast enter a hidden passage entrance marked X, they will come out of the corresponding door also marked X.*

When a Handler is in short range of the door, they can make a Hidden passage Check. Roll a D6, on a roll of 1-3 they think the short cut is too dark and cannot take it. The Handler moves (or continues their movement) at half their normal speed (rounded down to a minimum of 1). If they are able to take it, the handler and the Mawbeast must move into a square adjacent to the passage entrance, once there they will re-appear in an adjacent square to the passage exit door. If the Adjacent doors to the exit are blocked by rival models, you must wait adjacent to the entrance door until you can pass through. Exiting a hidden passage finishes the models movement.

Traps

Traps are a common occurrence in the Mawbeast Racing tracks. Having been placed to ward off intruders of the locations the tracks once were. Use the indicated tokens from Dungeon Saga: Adventurers Companion when placing traps. Traps are placed during the track set up as mentioned above. Traps are considered to occupy a square. All normal movement rules apply. Traps can be leaped over or moved around them. If a model moves onto a trap token, see what they have stepped on. If the token is a blank trap, nothing happens and they continue as normal. If they set on a trap, they suffer its effect immediately.

The following traps can be encountered during a race:

Floor Spikes: The model who triggers a Floor Spikes trap takes an immediate 3 dice attack.

Pit: The model who triggers a Pit trap must spend their next turn climbing out.

Goblin Fungus: The next movement after from the model who triggers a Goblin Fungus trap is completely random. Roll on the compass to see which direction they will move.

Other Hazards

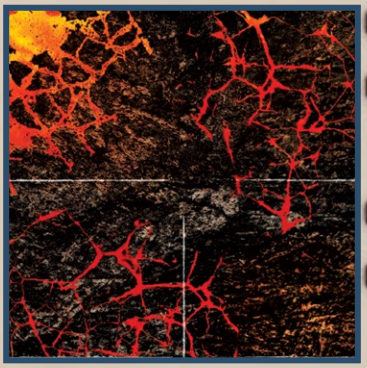
When creating your own track, you can add additional hazards to make the game more interesting. The following list of hazards can be added to your tracks.

Tile Hazards: Some tiles will already have areas marked on them that are inaccessible as part of the tile artwork. These can include pillars, boulders and other such road blocks. Make sure all players are aware that they cannot move onto these areas.

Dungeon Furniture: Dungeon furniture, such as tables and tombs, block track routes. Handlers and Mawbeasts will have to leap over or move around them if they want to get past the furniture. Use any pieces of Dungeon Saga furniture you wish.

Wishing Well: Wishing Wells often have healing properties. A Handler can spend an Act action when adjacent to a Wishing Well. Roll a D6, on a roll of 5 or 6 you can regain one Wound. On a roll of 1, the well has been curses, and your next movement is reduced by 1 in the next turn. Use the Dungeon Saga Well model for this hazard.

Bookshelf: Some bookshelves have rare tomes details powerful magic; others contain boring ledgers and reports. A Handler can spend an Act action when adjacent to a bookshelf to see what it contains. Roll a D6, on a roll of 6, they can make an immediate Zzzap spell against any model within long range and line of sight. The Zzzap spell is a 3 Fight Dice attack and can be made against any model, including rival Handlers and Mawbeasts. Use the Dungeon Saga Bookshelf model for this hazard.



Lava: Some more thrill seeking goblins (or those bullied to do so by their warbosses) will race around volcanic locations. Lava tiles can be used when creating your track if all players agree to use them. They are treated as normal tiles except each time a Handler or Mawbeast step onto each lava tile, they suffer a 2 Fight dice attack. Critters are not effected by lava tiles. Lava can be leaped over if it is only one square wide as normal. Lava tiles are indicated by the lava artwork as shown. If you have the Dungeon Saga: The Infernal Crypts expansion, you can add individual squares of lava using the Lava Counters.

By Boris Samec

Fighting

More often than not (emphasis on often) a goblin handler will find himself having to fight for his life in the middle of the race. Whether by a wandering critter or an out on control Mawbeast, combat is a common occurrence in a Mawbeast race. In fact, some orcs will tell you it's the most entertaining part.

Any Mawbeast that becomes adjacent to a critter will immediately end its action and attack it.

A goblin can move past an adjacent critter, but will provoke one Free Strike (see below) from each adjacent critter per turn as they move past. If a Handler is adjacent to a model they can attack, they can make an attack action to do so.

Critters can move freely without having to fight, as the goblins and Mawbeasts are too busy to pay attention to them. If they are adjacent to a model they can attack, they can make an attack action to do so. If a model engages a critter in combat, the critter will defend itself and never move away once it has been attacked.

Resolving Combat

When models Fight, each will roll dice. However, only one model (the attacker) can cause damage. The other model (the defender) is simply defending itself.

Both players roll a number of dice equal to that model's Fight value.

The attacker discards any dice that are less than or equal to the defender's armor. These attacks are too weak to cause any damage. If this leaves the attacker with no dice, the attack has bounced off and has no further effect.

If the attacker has any dice left, compare them to the defender's dice by matching them into pairs: the highest attacker's dice with the highest defenders dice, the second highest attacker's dice with the second highest defender's dice, and so on. Each pair in which the attacker's result is higher than the defender's result counts as one Hit against the defender. If the results are equal, or the defenders' result is

higher, the attack does not score a Hit. If the attacker has more dice than the defender then each remaining dice that is unopposed also scores a Hit.

Mawbeasts and their Handler react differently to being hit than Critters, see below for details of their effects.

By Cedric Boudoya

Damage

Critter Damage

Critters suffer one wound per hit it receives. Some Critters have more than one wound, so will take more damage before they are killed. Giant Rats for example take just one wound before being killed whereas Bat Swarms take 3 wounds before being killed

Goblin and Mawbeast Damage

Good Handlers and Mawbeasts are prized by a warboss, and as such are treated to the best rations, training and equipment. This is why they take damage differently from other of their kind. Handlers and Mawbeasts only suffer 1 wound per successful attack, regardless of how many times they are hit.

Wounds on Handlers and Mawbeasts are cumulative. They keep track of wounds they have suffered using the wound counters provided. Starting from the left of the wounds indicated on their Profile, place a Dungeon Saga wound counter on the first space on their wound track.

Injured

Handlers and Mawbeasts taking damage eventually become Injured, reducing their capabilities.

A Handler or Mawbeast is Injured if all the remaining uncovered wound spaces on their profile card are red.

Injured models suffer a -1 penalty to their result when leaping during their movement.

Crippled

A Handler or Mawbeast can take 4 wounds and still fight on. However, if they take a fifth wound then they are **Crippled** and they cannot continue.

If either a Handler or Mawbeast become crippled and removed from the game, the other model is removed from the game as well.

By Claudia Zuminich

Goblin Handlers and Mawbeast Profiles

Goblin Handler

It takes an incredibly brave or incredibly stupid goblin to decide to become a Mawbeast handler. The training involves them shouting and prodding at the creatures until they learn to obey commands. Most goblins tend to become a tasty meal for the Mawbeasts, but the chance to force a Mawbeast into an unsuspecting rival ensures there are plenty of volunteers to become a handler.

Wounds:

Model	Movement	Fight	Armor
Goblin Handler	6	3	4

Mawbeast

Mawbeasts are ferocious creatures, usually goaded into battle by their Goblin handlers. Mawbeasts bred for racing come in all shapes and sizes, but all share the traits of being mostly jaws, claws and slobber.

Wounds:

Model	Movement	Fight	Armor
Mawbeast	8	4	2

Sample Track

The Hall of Tuldrouc

Map Key

- 1 — Goblin Handler starting position and facing direction
- 1 — Mawbeast starting position and facing direction
- Chest
- Bookshelf
- Door
- Table

Appendix: Cards

Dungeon Master Command Card **Giant Rat Appears** *Giant Rats are found scurrying through dungeons all across Mantica* The Dungeon Master may place 1 Giant Rat on an unoccupied square that is not adjacent to an enemy model.	**Dungeon Master Command Card** **Giant Spider Appears** *Beware of their webs. They can spell your doom.* The Dungeon Master may place 1 Giant Spider on an unoccupied square that is not adjacent to an enemy model.	**Dungeon Master Command Card** **Bat Swarm Appears** *In the darkness, bats are a fearsome predators* The Dungeon Master may place 1 Bat Swarm on an unoccupied square that is not adjacent to an enemy model.
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Wild Magical Energy *The magical energy of former inhabitants still linger.* The Dungeon Master may choose one model to suffer an immediate 3 dice magical attack	**Confusion in the Dark** *Be wary not to lose your way* The Dungeon Master may move any rival model half their movement. Normal movement rules apply.	**Night Vision** *You were born in the dark* The Dungeon Master may move either their Mawbeast or Handler model half their movement. Normal movement rules apply.
Item — Paraphernalia	**Item — Paraphernalia**	**Item — Paraphernalia**
Maw Noms One Use *Something yummy to eat.* Place a Maw Nom token in any free square adjacent to the Handler. The next player to move their Mawbeast must move them towards the token. Once adjacent to it, it will stop to eat it. Remove the token after this. It is always removed after 1 turn.	**Speedy Drink** One Use *Helps you get a move on.* As soon as you drink this potion, you immediately make Move action at your full movement rate. Normal movement rules apply.	**Floaty Drink** One Use *It gives you wings.* You can float over hazards and traps during any movement for your turn. Other normal movement rules apply.

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Item — Paraphernalia	Item — Paraphernalia	Item — Paraphernalia
Critter Gas One Use *It keeps critters at bay.* After using this, until the start of your next turn, critters will not attack you, nor will they make.	**Fly Grease** One Use *Grease that flies use to escape spider webs.* After using this, you are immune to the effects of Spider Webs until the start of your next turn.	**Healy Drink** One Use *Feeling better already.* Recover one lost wound point. If adjacent to your Mawbeast, you can heal them instead of the Handler.
Item — Armor	**Item — Armor**	**Item — Armor**
Barging Hat *A big metal helmet, perfect for protecting your noggin.* +1 to the Mawbeasts Armor stat.	**Springy Boots** *Boots with springs attached for extra bounciness.* +1 to the result of all Leap rolls.	**Maw Jaw** *A huge metal jaw that gives you more chompyness* +1 Fight Dice when making an attack.